

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings of claims in the application:

**Listing of Claims:**

1. (currently amended) A game apparatus comprising:

a connection unit that is communicably connected to a controller which has a lever that is guided along a predetermined route, and which sends status information specifying a current position of the lever and receives instruction information specifying a repulsive force to be applied to the lever;

a storage unit that pre-stores repulsive force information specifying a repulsive force to be applied to a lever, in association with a game status and a position of a lever;

a reception unit that receives status information from said controller via said connection unit;

a generation unit that acquires the repulsive force information pre-stored in association with a current game status and a position of a lever specified by the received status information, and generates instruction information specifying a repulsive force specified by the acquired repulsive force information; and

a sending unit that sends the instruction information generated by said generation unit to said controller via said connection unit,

and wherein, the generation unit cyclically generates a random number and designates as the instruction information, a value obtained by heightening or lowering the repulsive force specified by the acquired repulsive force information ~~randomly with the generated~~ random number.

2. (canceled)

3. (previously presented) The game apparatus according to claim 1, wherein said storage unit further pre-stores driving force information specifying a driving force, in association with a game status and a position of a lever, said game apparatus further comprising:

    a calculation unit calculates acceleration of an object moving in a simulative world, based on a driving force specified by the driving force information pre-stored in association with a current game status and the position of the lever specified by the received status information; and wherein,

    a display unit moves the object in the simulative world at the calculated acceleration, and displays the object on a screen at a position reached by moving.

4. (original) The game apparatus according to claim 3, wherein:  
    said display unit displays on the screen, the virtual world as viewed from the position of the moved object.

5. (previously presented) The game apparatus according to claim 2 wherein said storage unit further pre-stores audio information in association with a game status and a position of a lever, said game apparatus further comprising:

    an audio unit reproduces the audio information pre-stored in association with a current game status and the position of the lever specified by the received status information.

6. (currently amended) A game method comprising a receiving step, a generating step, and a sending step, and being intended for communications with a controller which has a lever that is guided along a predetermined route, and which sends status information specifying a current position of the lever and receives instruction information specifying a repulsive force to be applied to the lever, wherein:

    in said receiving step, status information is received from said controller;

    in said generating step, repulsive force information which is pre-stored in association with a current game status and a position of a lever specified by the received status information is acquired, and instruction information specifying a repulsive force specified by the acquired repulsive force information is generated; and

in said sending step, the generated instruction information is sent to said controller,

and wherein, in said generating step, a random number is generated cyclically and a value obtained by heightening or lowering the repulsive force specified by the acquired repulsive force information is designated ~~randomly~~ with the generated random number as the instruction information.

7. (canceled)

8. (currently amended) A computer-readable information recording medium storing a program for controlling a computer having a connection unit communicably connected to a controller which has a lever that is guided along a predetermined route, and which sends status information specifying a current position of the lever and receives instruction information specifying a repulsive force to be applied to the lever, to function as a storage unit, a reception unit, a generation unit and a sending unit, wherein said program controls, in said computer:

said storage unit to pre-store repulsive force information specifying a repulsive force to be applied to a lever, in association with a game status and a position of a lever;

said reception unit to receive status information from said controller via said connection unit;

said generation unit to acquire the repulsive force information pre-stored in association with a current game status and a position of a lever specified by the received status information, and to generate instruction information specifying a repulsive force specified by the acquired repulsive force information; and

said sending unit to send the generated instruction information to said controller via said connection unit,

and wherein, said generation unit cyclically generates a random number and designates as the instruction information, a value obtained by heightening or lowering the repulsive force specified by the acquired repulsive force information ~~randomly~~ with the generated random number.